1.   (Currently Amended) A computer-implemented method comprising:

receiving a first user input on a client device, the first user input indicating that the user is currently accessing a remote destination within a computing environment, the remote destination being displayed on the client device, the first user input bookmarking [[a]] the remote destination displayed on the client device;

in response to the first user input, storing on the client device, a link to the remote destination and a link to a remote bookmark media object associated with the remote destination, wherein the remote bookmark media object is updated dynamically as a function of conditions determined by the computing environment, the conditions corresponding to a current state of the remote destination; on the client device;

receiving a second user input on the client device requesting a display of a bookmark window;

in response to the second user input, displaying a bookmark window, retrieving the remote associated bookmark media object, including in the displayed bookmark window a bookmark for the remote destination and the retrieved remote associated bookmark media object, the retrieved remote associated bookmark media object providing a dynamic multimedia hint as to the current state of the remote destination without requiring the user to access the remote destination a representation of the destination;

receiving a third user input on the client device selecting the remote associated bookmark media object displayed in the bookmark window; and

in response to the third user input, accessing the remote destination.

13.   (Currently Amended) A computer-implemented method comprising:

generating a set of bookmark media objects for use by multiple users of a computing environment, each bookmark media object corresponding to a network destination within [[a]] the computing environment, each bookmark media object providing a representation a dynamic multimedia hint as to a current state of the corresponding network destination without requiring the user to access the network destination of the corresponding network destination;

storing the bookmark media objects on one or more servers within the computing environment;

updating each bookmark media object dynamically as a function of conditions determined by the computing environment, the conditions reflecting the current [[a]] state of the corresponding network destination; and

in response to a request received from [[the]] a remote client device, providing one or more dynamically updated bookmark media objects to [[a]] the remote client device, the client device having a location external to the computing environment.